AMENDMENT TO THE CLAIMS:

The following listing of the claims replaces all prior claim listings and versions:

1. (Currently Amended)   A packet ~~Packet~~ processing method using a multiple fault tolerant network structure including ~~dual~~ nodes connected as a ring shape ~~separately~~ having two input lines and two output lines, wherein ~~the one~~ a first output line of the two output lines of each node is connected to an input line of an adjacent node, another~~the other~~ output line of the two output lines of each node is connected to an input line of a node next to the adjacent node, ~~the~~ each node selects ~~one~~ a received packet after receiving two ~~inputs~~ and~~packets, and~~ disuses ~~the other~~ another received packet of the two received packets, ~~and transmits the select packet through the two output lines at the same time~~, the method comprising:

receiving the packet through a first ~~the~~ input line operating normally after checking the input lines:

transmitting the packet to a host associated with the node, when the node is an object node of the received packet;

disusing the ~~received~~ packet when the object node of the received packet is the~~a~~ ~~node~~ adjacent ~~to the~~ node, after checking the packet to determine ~~it~~ whether the adjacent node is the object node of the ~~received~~ packet; and

transmitting ~~the two~~ duplicated packets through the two output lines, when the object node of the received packet is not the adjacent node.

2. (Currently Amended)   The packet processing method ~~using the multiple fault tolerant network structure~~ according to claim 1, wherein the receiving process checks the <u>first</u> input line connected to <u>an</u>~~the~~ adjacent <u>transmitting</u> node, and <u>then</u> checks the other input line connected to a node next to the adjacent <u>transmitting</u> node when <u>a functioning of</u> the input line connected to the adjacent<u>transmitting</u> node is not ~~the~~ normal<u>.</u>~~;~~

3. (Currently Amended)   The packet processing method ~~using the multiple fault tolerant network structure~~ according to claim 1, wherein the node comprises:

two input ports connected to the input line<u>s</u>;

~~a~~ packet select mean<u>s</u> for checking whether the packet is normal by receiving the packet from the <u>two</u> input port<u>s</u>;

a packet judgement mean<u>s</u> for judging the object node of the packet selected by the packet select means<u>,</u> and transmitting <u>the packet</u> ~~it~~ to a host connection <u>port</u> ~~portion~~ or <u>to an</u> output port;

the host connection port for transmitting the packet to the host after receiving the packet from the packet judgement mean<u>s</u>; and

the ~~two~~ output ports for receiving the packet from the packet judgement mean<u>s</u> and transmitting <u>the packet</u> ~~it~~ to the <u>first</u> output line <u>of the two output lines</u>.

4. (Currently Amended)   The packet processing method ~~using the multiple fault tolerant network structure~~ according to claim 3, wherein the packet select mean<u>s</u> checks the <u>first</u> input line connected to the input port <u>of</u> ~~between~~ the two input ports and judges ~~it~~ whether the <u>first</u> input line is normal, when the <u>first</u> input line <u>connected to the adjacent node</u>

is judged as normal, it receives the packet from the first input line, and or when the first input line is judged as abnormal, it checks the other input line connected to the node next to the adjacent node, and it receives the packet from the other input line when the other input line is judged as normal. or it does not receive the packet when the other input line is judged as abnormal.

5. (Currently Amended)   The packet processing method using the multiple fault tolerant network structure according to claim 3, wherein packet judgement means checks the object node of the packet transmitted by the packet select means, such that when the object node of the packet is the node, the packet is transmitted to the host connection portion, when the object node of the packet is not the node but the adjacent node, the packet is disused, and when the object node of the packet is neither the node nor the adjacent node, the packet is transmitted to the output port.

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